PCF11:
The Official Guide

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This is the Official Guide of PCF11, the first European basketball manager game. Here we will talk about the game, trying to explain all its features, thanks to the descriptions of the 3 different game modes you can find: Standard, Career, International. Moreover, we will include all the suggestion by some of the most experienced players, Sherlocco and RVD-Edge (*plus a couple of hints by me, NoT*) What else to say...have a good time with this guide...and with PCF11, of course!

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How to read this guide
I've written it in order to follow the path of a career, ase you can read in the index. If you want to know anything about a particular section of the game (eg. Training & Tactics, prices of Arena...) go to paragraph of the corresponding menu (Traning, Arena, and so on).

1. Starting a match...

The first time you play PCF11, after having chosen the language you want to play with, you will see the main menu, with these options:

1. **New game:** Start a new game.
2. **Continue game:** Continue a game you have started previously (you don't need to save it while you're playing, however see the "Backup" paragraph below).
3. **Wallpaper:** Change the wallpaper you play with. If you want to add your own wallpaper, just reach the folder where you installed PCF11, then go to "Graphics>Sfondi". You will see a lot of pictures, named from "00.jpg" to "63.jpg". Rename your pic as "64.jpg" and put it in the folder. The next time you run PCF11 your picture will be present in the list of wallpapers. You can add other pics, of course, renaming them "65.jpg", "66.jpg" and so on.
4. **Editor:** Create your custom team, modify the players you want to change. The use of the editor is pretty user friendly, however check the "Custom team" chapter.
5. **Settings:** Able/disable music in the game, change the language settings or set the speed of B2D (it's the graphical portrayal of the last minutes of the match, see also the last minutes in "Let's play a basketball match, now!"
6. **Credits:** look at the disclaimer of PCF11.
7. **:** allows you to exit from the game. This icon is present in a lot of menus and windows. By clicking it, you can close the window you are in, or you can go back to the previous menu.

However, we want to learn to play PCF11, right? So let's start a new game. We have to choose between three game modes:

- Standard: play with an Italian team (in PCF there are five divisions: A1, LegaDue, A Dil., B. Dil., C Dil.). In this mode you can play only with Italian teams.
- Career: start from the weakest Italian teams in C Dil. and try to reach the top. In this mode, if you reach at least LegaDue division, you will be able to be requested also by teams of other countries.
- International: manage a team in the top basketball leagues all around the world.

Let's choose the last option (once you have understand how to play in this one, you can play the others too). You'll have to choose your team now.

Write your name (your real one, your nickname, a name of pure fantasy...), choose the country you are from (just click on the little flag to change it), and decide how old are you. And then choose your league, just by clicking on the down arrow next to the name of the league (in the picture, for example, "LegaBasket A1").
In order to look for your favourite leagues quickly, remember that they are sorted by the name of their country: the first one is Adriatic League, then the Argentinan League and so on.
Finally, choose your team. When your mouse stand on the logo of a team, its name appears, with a number of stars equal to its value and its overall strength. Once you've finished, confirm all with the green button you can see on the top right corner. That was pretty easy, isn't it?

In this game, I'll choose a very big and important team..."T71 Dudelange", from Luxembourg. Once you confirmed your choice, you have to decide which leagues you want to simulate. Of course, in my game, Luxembourg is not present in the list, since I chose a team of that league and so it will be always present.
However, when you decide what you want to include, think carefully. If you want to move from one team to another each year, and/or you have a powerful computer, keep all the leagues simulated. Instead, if you want to stay a lot of seasons in the same team, or you have an old PC...well, deselect the others. Your game will run much more quickly.
After having chosen, another window similar to this one will appear. And in fact it's just like the previous one, but it refers to International competitions: Euroleague, Eurochallenge and so on. Make your choice and go on, but remember that once you've decided you won't be able to change it in this game.

Have you done it? Good, then...wait. It will take a minute to create the game. And after that, the scrimmage window will appear. As the picture suggests, in order to create a friendly, choose the team you want, click on its logo and drag it into the "Scheduled matches" section. When you do it, you will see also an icon on the right:

: Home game

: Away game

If you want to change from "home game" to "away" or vice versa, just click on the icon.
You can create no more than 5 friendly games. Moreover, remember that in PCF players can not get injured during scrimmages, and that they are played before all the other competitions. Finally, you can only play friendlies with teams of the same continent of your team (basketball is not football, never heard of Montepaschi Siena playing in Dubai...)
Makes playing scrimmages sense in PCF11? Well...yes. Especially if you have a new team, or it's the first time you play this game. And if you are a little team, the economical income given by them has quite a big importance.

We're finishing the pre-season settings... after the friendlies, we only have to decide where to send our team for the pre-season stage. Of course, the best centres give better results, but they are more expensive. If we order them by their quality (and by their cost, indeed) we have:

- Top level
- High level
- Good level
- Medium level
- Decent performance
- Low level

Click on the center you've chosen.

We're done! A summary window will appear, with your goals, the money you start with, the salary of your players and of your staff and other useful information. Close it...and your career will start!

2. Manage your team: description of the menus

After having done what we've said in the previous chapter, you should see the main menu of your game:

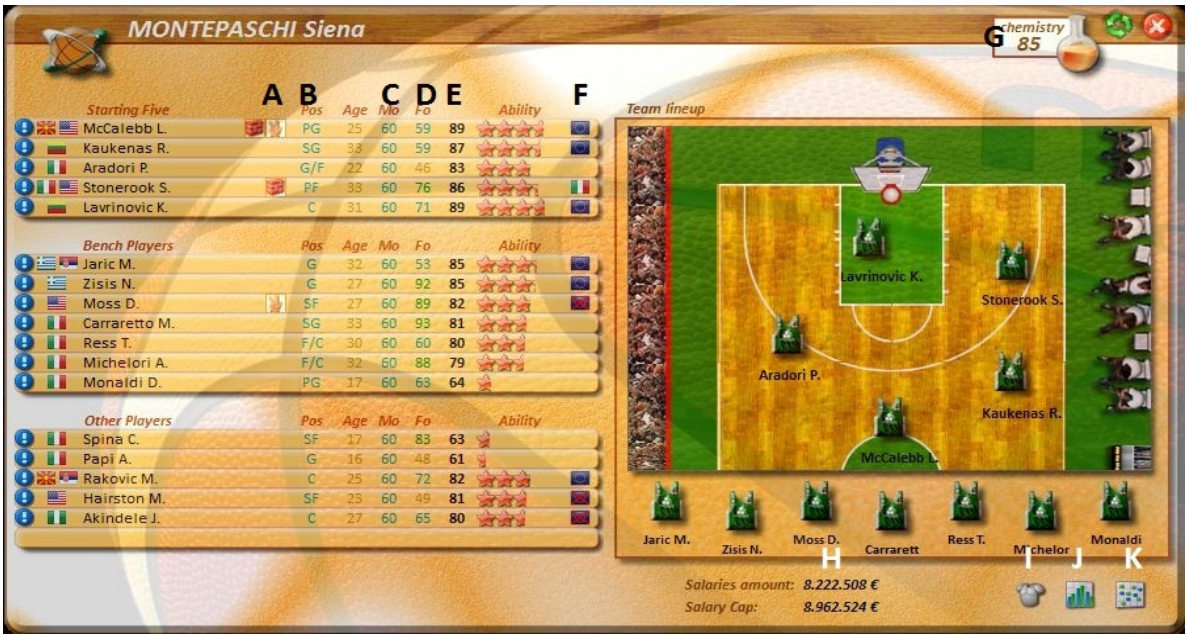
In the upper side you can see date and the match you play that day (if you play any). In the left side, when your mouse stands on it, appears a little quickmenu with the most used sections (Roster, Medical Centre, Transfermarket, Balance and Settings), just like the one you see in this picture. However, the most important sections are in the lower side of the screen. Let's describe them quickly.

2.1 Season

It contains the results, the boxscores, the schedules and the standings of all the leagues and tournaments you decided to simulate. Nothing really difficult to understand, so let's go directly to the most interesting sections

2.2 Team

2.2.1. Roster



Let's make things as simple as possible, so here it is a description of what you find in this page:

A) Do you see these small icons? They show you if a player has a really good skill. In fact these icon show that the considered player is very skilled in:
- = 3pt shooting
- = passing
- = shot blocking
- = shooting
- = rebounding
- = defense

B) This is the position where the player plays better. Of course, you can use a Center as Point Guard if you want, but the result won't be satisfactory, probably. This is a legend of all the acronyms you can find here:
   - PG: Point Guard
   - SG: Shooting Guard
   - SF: Small Forward
   - PF: Power Forward
   - C: Center
   - G: Guard (can play as PG and SG)
   - G/F: both SG and SF
   - F: Forward (both SF and PF)
   - F/C: can play as PF and C

   In the starting five players are ordered in this way: PG, SG, SF, PF, C. In fact, when you click the on the button, on the top right corner, all the roster is ordered to put the best players of each role in the starting five.

C) The morale of each player. Obviously, a successful season can improve it, while lost game can make sad your players. But it's not so simple... even keeping always a player on the bench and not to use him anymore makes his morale lower, and his skills could decrease too. If you don't use a player, don't keep in your roster, sell him.

D) The players' game shape, which can be lowered by tiredness, or by injuries. Check it often, to see if your most important player needs some rest.

E) The global strength of your players. Actually, its range is between 0 and 100.

F) The nationality. In fact each league allows only a certain number of foreign players (otherwise you'll have to pay an expensive fine). In particular:
   - No flag: the player has born in the country you are playing in
   - National flag: the player has born elsewhere, but he has the citizenship of the country you are playing in
   - EU flag: the player is born in one of the EU countries (flag available only for European leagues)
   - Crossed EU flag: the player is born outside the EU (European League), or he is however a foreign player (Non-European Leagues)

G) Why having strong players, if they can't play together? Chemistry value (max.=100) show you how much your players are close.

H) The total salary of your players, and the salary cap. Keep them in mind, when you buy new players.

I) Show an overview of your players' skills, and salary, just like the picture below.

J) Show an overview of your players' stats

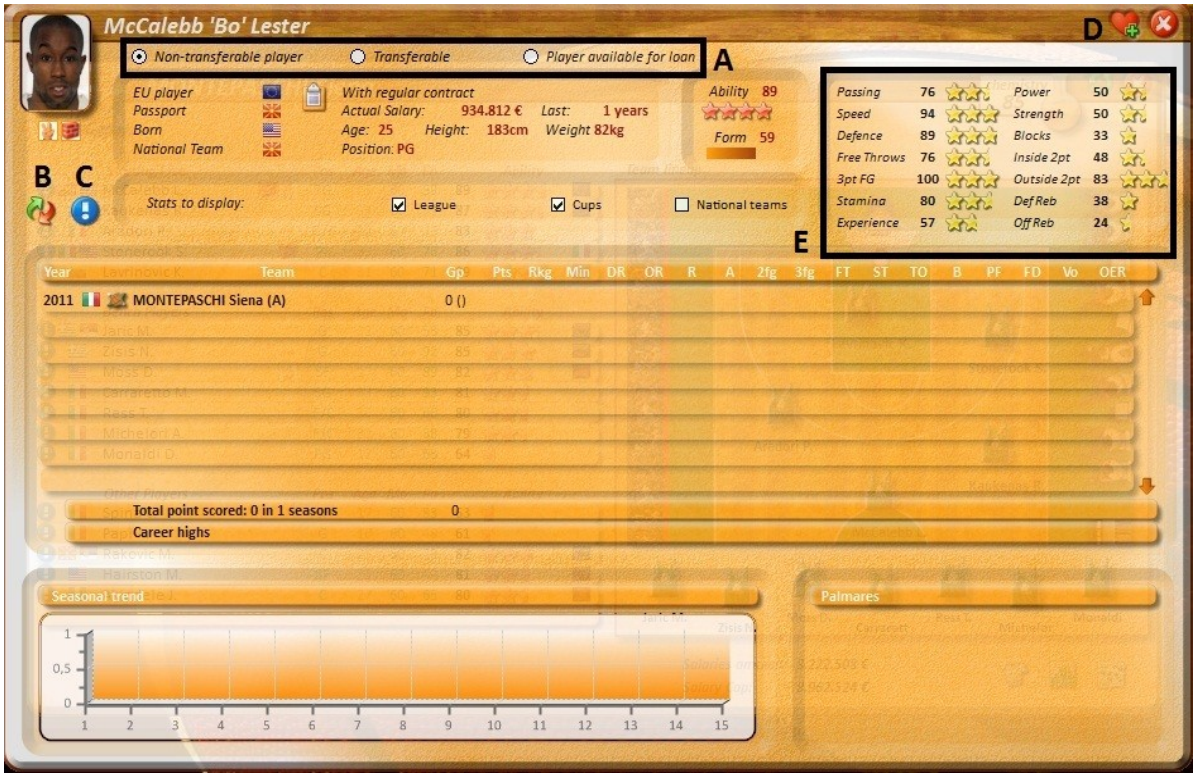
K) Show your players' position on the field.

When you click on the icon explained by I) point, your roster window slightly changes, and you can do new actions:

A) See an overview of the player. Check the "Player's overview" paragraph you can find after this one.
B) Send the player in the Youth Team (only for players which are 19 yo or younger)
C) Fire your player (remember you have to pay a penalty to him, if you decide to do so)
D) Ask your player to sign a new contract. This is available only for players whose contract ends at the end of the season (you can see the years of contract in this screen, just on the right of the salaries)

Finally, if next to the years of contract there is a little padlock, you can't sell that player, because at the end of contract he will retire.

2.2.2. Player's Overview



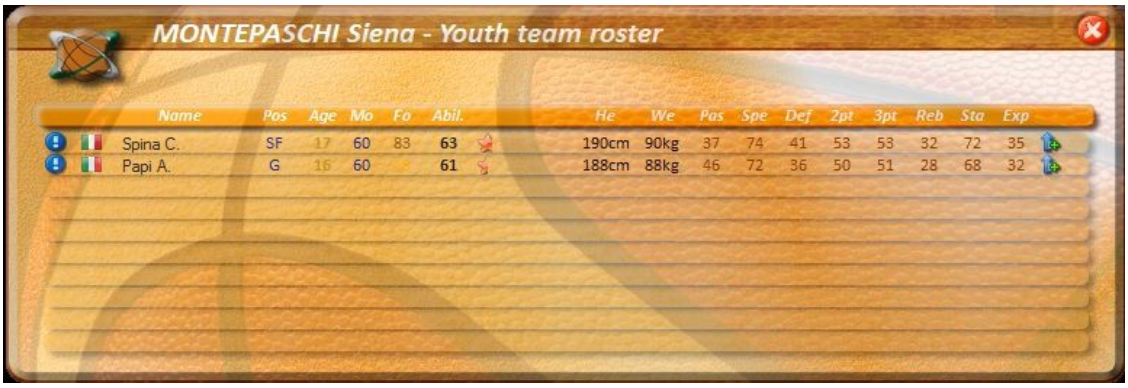
Here you can see the stats of the player you chose to see...but not only.

A) Decide if you need your player, or if you want to sell him or to make him available for a loan. If you don't want him in your team and he becomes

"Transferable" or "Available for loans", check the roster page at the beginning of each month. Quite probably, next to that player some new icon will appear: a green question mark will tell you somebody wants to buy him, a blue one that somebody wants to borrow him. Click on them to see what they offer and decide if their deal is fair for you.

B) Look at the transfer history of this player.
C) Look at the player's stats of every single match.
D) By clicking on the heart you bookmark this player, which will be sent into the "Favourites" folder.
E) The skills of the player. If he belongs to your team, you will be able to see all his skills. If not, you can know only some of them.

2.2.3. Youth Team

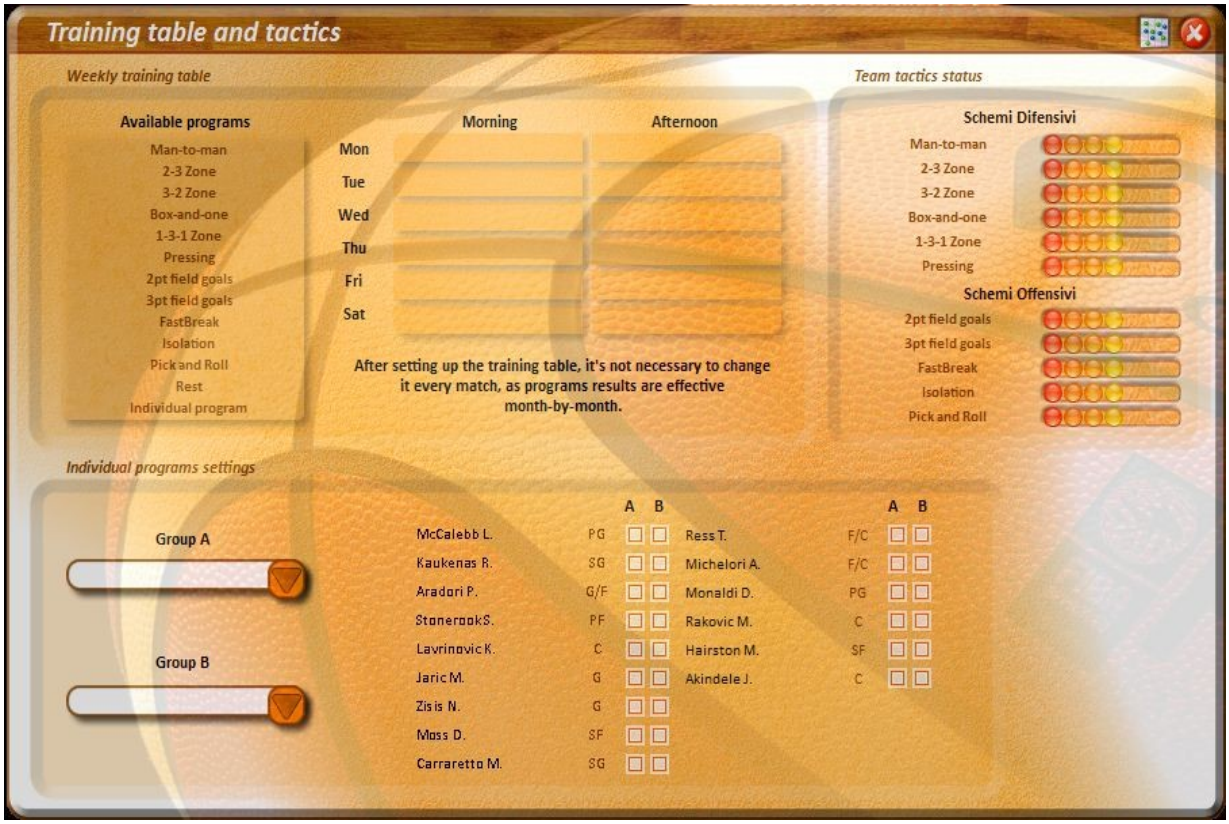


In this section you can look at your youngest players while they grow up...You can look at their skills, exactly as the players of the main team, and you can promote them into the main roster just by clicking on the arrow you can see on the right of the picture.
Moreover, three times every year, if the Youth Team is not full, your scouts will show you some young players to take in your roster. Their role is usually the one which is filled by the fewest players of your roster, so if you see only young centers is because you need them!

2.2.4.Loans

Just like the Youth Team window. In this case, the arrow on the right allows you to take back your player (after paying a penalty, when you do it you break a contract with another team, after all...)

2.2.5.Training



A coach who doesn't train his players will be fired soon...so remember to set the training table! Here's a summary of the available trainings.

- **Man to Man defense:** it's the standard defense of basketball, it's important to train your team in this element. After all, the other possible defenses are used only in special situations, and only in some moments of the match. However, starting the match with a Man-to-Man defense is always a good idea.
- **2-3 Zone:** very useful if your opponent's 2pt-shots are much more accurate than his 3pt shots. However, it's a good idea not to use it too much, because otherwise your opponent could improve the efficiency of his 3pt shots...
- **3-2 Zone:** simply the opposite of the 2-3 zone. Use it if you want to avoid 3pt shots made.
- **Box-and-one:** it's a good idea if one of the opponent players is on fire and the number of his points is growing too quickly. When you ask the box-and-one defense, the best of the opponent players will be controlled more strictly. However, using this kind of defense too much could allow the other opponent players to score a lot of points, so don't exaggerate.
- **1-3-1 Zone:** Added in the last edition of PCF, it's a very aggressive defense, which doesn't allow the opponents to shot from the medium distance. Don't use it if your opponent makes a lot of 3pt shots, or if your players' number of fouls is already high.
- **Pressing:** as the 1-3-1 Zone, it's a very aggressive defense, which can allow you to win a match, if used properly. If you use it too often, instead, it can give you problems about fouls and stamina.

- **2pt/3pt field goals:** Learning new and complex tactics is useless, if your players don't know how to shoot...Make sure they are well trained in shooting.
- **Isolation:** Have you got a superstar guard in your team? Isolation can give you the chance to use him in the best way. However, remember that guards will get quickly tired.
- **Fastbreak:** Useful when your opponent is slow and throws away a lot of balls, but on the other hand you are going to lose them too, if you use this tactics.
- **Pick and Roll:** Very good if your centers are skilled. Avoid it, instead, if they are not able to pass the ball properly.
- **Rest:** Well...your players will need some rest sometimes, don't you agree?
- **Individual programs:** You want to train your guard with a lot of 3pt shots, and your centers in defense? Feel free to do this and more by choosing this kind of training. Just select the training groups properly.

Moreover, during matches there are other choices available. Let's talk about them:

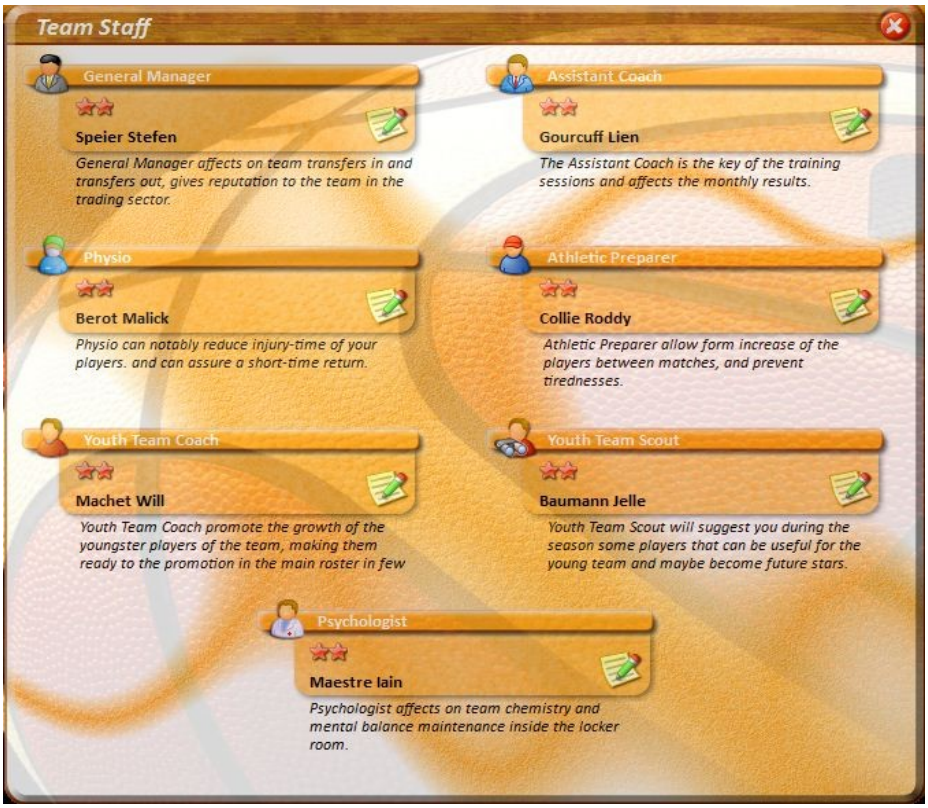
- **Intentional foul:** use it only in the very last minutes, if you are losing a game you think you can still win. If your players foul quickly they'll have more time to try to close the gap.
- **Quick Shot:** like intentional foul. After all, you'll take more shots, but they won't be that accurate, probably.
- **Play up to 24":** the opposite than the previous 2 options. Use it if you are winning a close game, in order to reach the end of the match as soon as possible.
- **Offensive Options slide bar:** during all the match, you can move it in order to decide how many 2pt/3pt shots you want to take. Of course, if you decide only to shoot from behind the stripe your opponent will change his defense to defeat you. But it's very useful, for example, if you are losing by 3 points a match and there are only a few seconds left...

Finally...have you seen the button, on the top right corner? It allows you to check the efficiency of the tactics you use during your matches, in order to understand what you need to train.

2.2.6. Opponent

Check the strength and the shape of your next opponents. The structure of this section is very similar to the one of "Roster", so there is no need to talk about it further.

2.2.7.Staff



If you were MacGyver you could mange your team with just a copper wire and a lemon. Since you're a normal player, instead, you need some helper who can give you a hand.
Each staff member has a number of stars given by his ability. Two stars is the minimum, ten the maximum. Moreover, you can only buy new staff whose value is up to four stars more than the previous members. For example, if your scout's value is 4 stars, you can engage a new one with a number of stars between 5 and 8. Finally, remember that each new member staff takes some money when you engage him, and that the whole staff has a monthly salary just like your players. So don't exaggerate with it.

Here's a summary of what they can do for you.

- **General Manager**: his role is to give a good reputation to your team. Namely, he can help you to engage better players, with minor costs, and to convince your best players to stay and not to go elsewhere. If you want to buy a lot of new players, engaging a good manager is extremely useful; he has less importance, instead, if you want to use mainly who comes from your Youth Team. Moreover, if you start from a lower division, it's better not to take a too expensive manager, you just weren't able to afford him (this remark is correct for all the staff members, however).
- **Assistant coach**: a high level coach allows your player to learn tactics more quickly, and to improve more. Probably is one of the most important members of the staff, try always to take a good one (of course always considering his costs).
- **Physio**: if you decide to cure your players with a special rehabilitation, in order to use them before it was planned, a high level doctor can give you better results. If you have a really important player injured he's useful, but

cure is quite expensive, so be careful.

- **Athletic Preparer:** He's useful in order not to get players tired, especially if you decide them to miss a match and to rest.
  Because of that, he's very useful if you have quite a long roster and you can give some rest to your best players, since the Preparer will maximize the good effects of their rest.
- **Youth Team Coach**: a good coach will allow your talented players to grow better. He's absolutely BASIC to buy a good one if you want to stay in the same team for a lot of seasons, while it's pretty useless if you prefer to change your team every season or if you prefer to build your roster only with "famous" players. However, if you want to have a strong Youth Team, it's important to give to your young players the chance to play even in some matches of the main team, even to give them some experience. If you have a weak team, moreover, a strong Youth Team would give very good players in a few years, but you must check if you can afford the coach's salary.
- **Youth Team Scout:** In order to find really talented players, a good scout is decisive. So, a good scout will give you stronger 15yo boys. Should you engage a good scout? Just consider what we've written about the Youth Team Coach.
- **Psychologist:** Useful in order to improve the chemistry in your team, and to keep your players' morale high. It's very important if you have a long roster, where a lot of players don't play very often.

2.2.8.Jersey Numbers

Self explanatory. Moreover, in this section you can decide who is the captain of your team.

2.2.9. Medical Centre

Here you can see the conditions of the players who gave their health for your team... You can quicken their recover, if you click on the Medicine Chest (and if you pay all the costs of the rehabilitation). But remember that the results will depend on the level of your staff (Physio and Athletic Preparer, in particular)
Moreover, remember that, especially after a long stop, when a player recovers from the injury his physical status is not perfect (just look at his form). You can use him in your match, but he'll need further rest to be in perfect conditions.

2.3. Finance

2.3.1. Balance

Self explanatory. Check it to understand if you have enough money to finish your season. Bankruptcy is always a real threat.

2.3.2. Contracts

Checking sponsorships is one of the first things you have in every sports manager game, and PCF11 is not an exception.
As you can imagine, the sum of money they will offer to you is not always the same: the importance of league is basic, in fact. However, there are three genres of sponsor, and every kind of it has some peculiarity.

- Fieldside Sponsor: You must choose 3 between the 6 offers you will see at the beginning; remember that those companies will pay those sums once each month, until the end of the contract. The sum between the parenthesis, instead, is the amount that sponsor will give you in the whole season. Please note that such sum refers only to this season; for example, if there are 5 months left in the season and a contract expires after 10 months, this sum is equal to 5 five times the offered cash, and not 10 times.

When you decide the sponsor, obviously, look at the amount of money, but not only at it. Let's make a simple example:

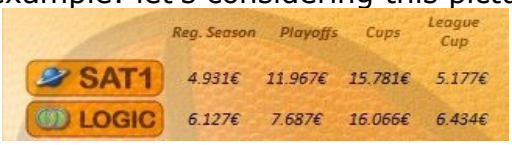
Average offer: 10.000 $
Sponsor #1: 24.000 $ for 2 months
Sponsor #2: 20.000 $ for 10 months

Which offer is the best one? The second one. Just because the first one will expire quite soon and, if you choose the #1, probably you'll have to sign with a new sponsor offering a sum of money similar to the average offer, which is much lower.

- TV Rights: You can only choose a TV broadcaster, whose contract will end at the end of the season. The amount of money written, in this case, refers to each match played in the corresponding competition. So, when you choose it, remember to consider:
  - If you play International Cups/League Cup. If you don't, there won't be

any income from the "Cups" sections, so you don't have to consider them.
    - Your seasonal goal. For instance, has it any importance the "Playoff" income, if your team is not strong enough to reach the playoffs?

Let's do another example: let's considering this picture.



And consider a team which doesn't play International Cups. If your team is weak, you probably won't be able to reach the playoff, so the "Regular Season" income will be the only one and LOGIC's offer will be certainly the best one. If instead you want to win the League Title, you are probably going to play a lot of playoff matches, so SAT1's proposal becomes much more interesting.

Of course, once you know the format of the League/Cups you play, you can make exact calculations to see which offer is the best. You can find the format of your league in the "mail" section of the menu, in a message called "Welcome to this new season!", which will be sent to you in the beginning of every season.

- Finally, technical sponsor. Just like TVs, they pay after each match. As you can see, they offer a fixed amount of money and some bonus for each match you win. Again, the number of matches you think you are going to win is decisive, when you have to choose. If you think your team is weak, the base amount is the most important element you must check; if you're going to win a lot of matches, instead...

2.3.3. Transfermarket

As you can imagine, here you can find the players you need. You can search by team, if you're interested in their players, or you can use the advanced search. You can search by nationality, contract status, age, salary, role and global strength. Moreover, if you click the button you can be more accurate in the skill you are interested in.

However, when you find a player you want to buy, click on it, and a little menu will appear. Click on the button marked with (A) to make a proposal to him and his team (by the way, B show his stats, while C opens a window where you can look

for other players by their name).

When you click on the button (A), you are ready to make an offer. If you want to buy a player not on sale, you'll have to offer something more than his current value (why should the other team let him go, otherwise?). Also the salary offer should be higher than the previous one, and if you want a longer contract it must be even bigger. If the player is on sale, instead, the other team will accept an offer nearly equal to the player's value (just some thousand of Euros higher, to be exact), while the player's contract behave just like the other case. Remember that a player on sale will answer you at once, while the others will wait for some day.

Ah, another hint? Try to but players from the country you're training in. The salary they ask will be lower. But it's not the only reason: you just can't use only foreign players...in fact, in every country you have to follow this rules, for each match of the national league:

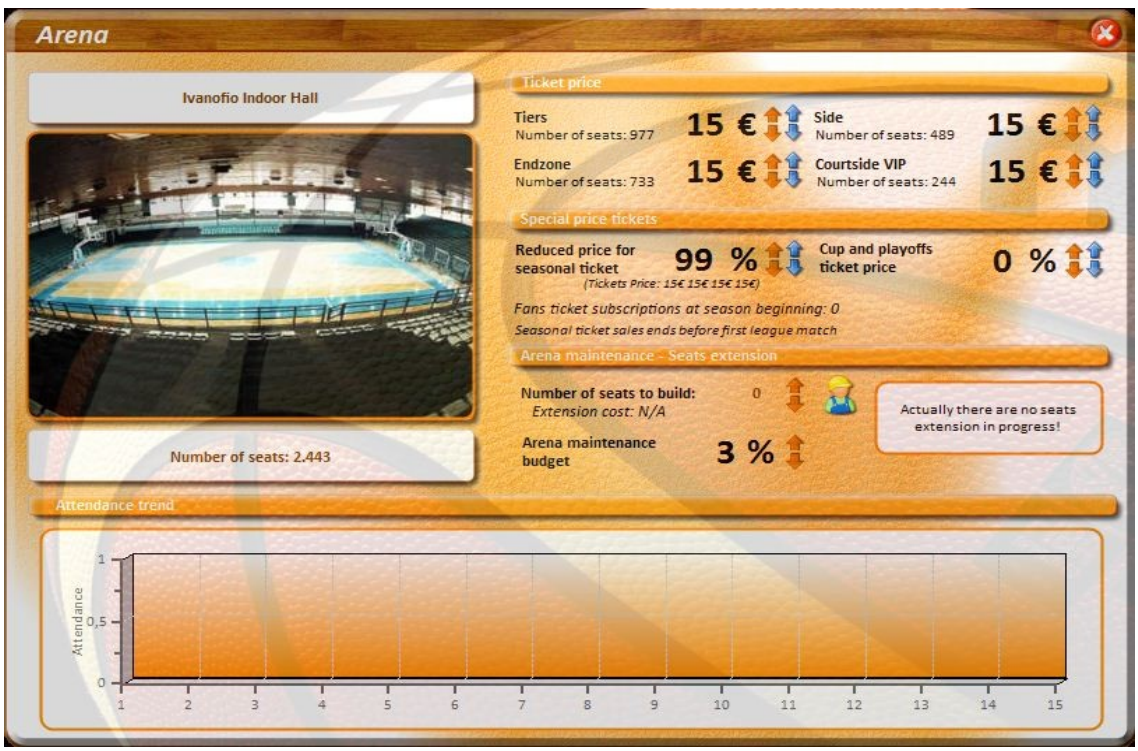
- more than X players must come from that country. Among these X players, no more than Y players can have been born elsewhere and have the citizenship of that country
- you can use no more than Y foreign players.

Moreover in the UE countries there is usually a further rule:

- Among the Y foreign players, no more than Z players coming from outside the UE

X, Y and Z numbers usually change from a country to another. Check the message "Welcome to this new season!" you can read in the mailbox, in the beginning of the season.

2.3.4. Arena



It's the main source of economical income, so make sure you set prices properly. Of course they depend on the league (in Spain viewers will pay more than in Slovakia, for example), on the sector (VIP places should be more expensive) and on your results too (if you lose all the matches your supporters won't be happy to pay a lot to watch you playing...).
How to set them, in the beginning? Well, consider the strength of the league you're playing in, and the size of your arena. And then correct them, after the first matches. Trial and error is the best method, in this case. About playoffs, instead, a moderate rising of prices is the best solution.

Moreover, there is the chance to build new seats: the cost of your enlargement depends on the country you chose (building a bigger arena in China is not so expensive as in France, for example) and it takes a week to build 100 new seats. Check your balance and your attendance, before taking your decision: why risking bankruptcy for a bigger arena, if you don't reach a sold out even with the older one, for example?. Finally, during the game they will advise you that some seat must to be built again. In that case, we suggest to build them at once, because making it later will be much more expensive.

Finally, you can set the budget for the maintenance of your arena. It's a percentage on your overall starting cash, which you can see in the game main menu, from 1 to 9 per cent. If you decide to spend just few money you'll save some cash in the beginning, but the conditions of your arena could deteriorate, and you could be forced to rebuild damaged sectors pretty often. Moreover, remember that a more comfortable arena is more attractive for your audience (but don't expect a sold out just because you spend a lot for the maintenance).

2.3.5. Merchandising

Produce T-shirts, hats and whatever you want and sell them to your supporters.
How much merchandising should you make? Again...check the league you are playing in, and the results you want to reach.
Just as example, here it is a table of a good merchandising for Italian Leagues:

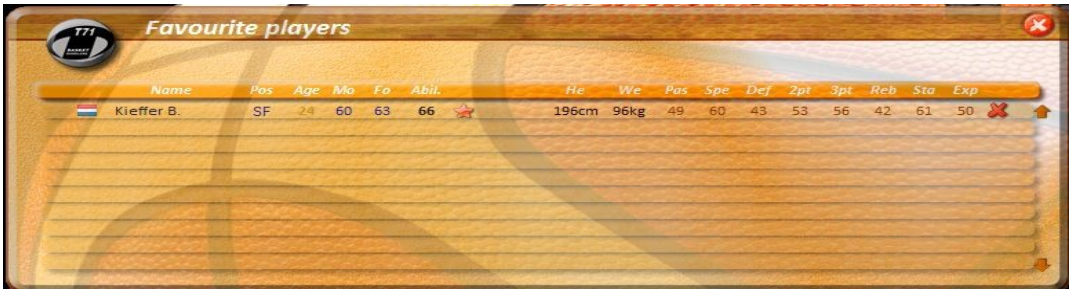
League	Best Merch.	"Lazy" Merch.
C Dilettanti	50/100	100
B Dilettanti	100/200	250
A Dilettanti	250	500
LegaDue	500/2000	2500
Weak A1 team	2500/4000	5000
Medium A1 Team	3000/5000	5000
A1+EuroCup or EuroChallenge	4000/6000	10000
A1+Euroleague	5000/7500	10000

Where the "Lazy" merchandising is the one you set to be sure to have something to sell for the whole season, in order not to set them again. If you play another League, compare it with the Italian ones and produce the quantity of goods you think it's the best. And keep this page checked in order to discover if you were right!

2.3.6. Transfers

A summary of the transfermarket of all the teams.

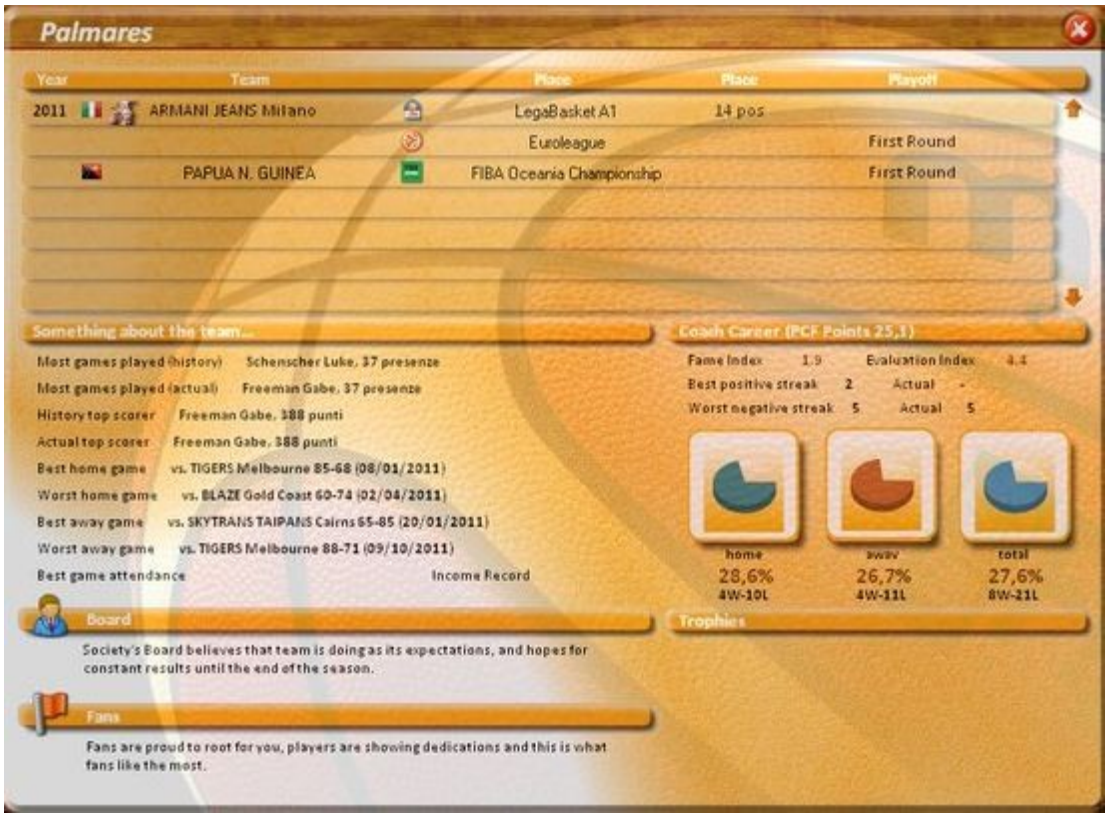
2.3.7. Favourites



A summary of the players you bookmarked (see *Player's Overview),* in order to follow them. Click the red cross on the right of the players when you're no more interested in them.

2.4. Board

2.4.1. Palmares



A summary of your results, of your records and of your trophies. Here you can find also what the board and your supporters think about you. Moreover, you can find some indexes which condense your career as coach:

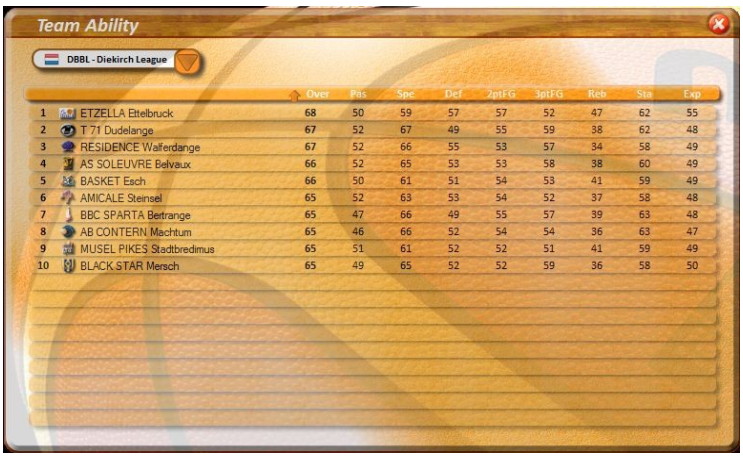
- Fame Index: Show how much you are famous in the world, thanks to trophies you've won
- Evaluation Index: an index which show how much you are able to avail the

roster you have. For example, winning the Euroleague with a very strong team and avoid the relegation with a terribly weak ones give the same Evaluation Index.

- PCF Points: overall value calculated using the other two indexes and depending even on the numer of played seasons.

2.4.2. Titles history, FIBA Titles History, Titles Resume
Self-explanatory.

2.4.3. Team ability
Use it during the whole season to see in which factors you are strong and in which you are not, compared to your rivals.

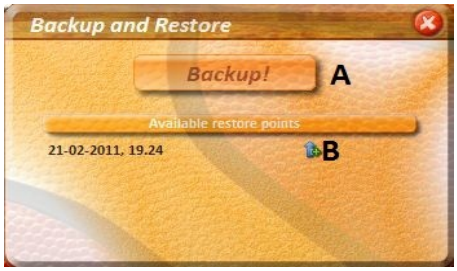


2.4.4. Fiba ranking
If present, it's a ranking who shows actually which teams could be present to the International Cups of the following season.

2.4.5. Hall of Fame
A summary of the best players of all the leagues you have decided to simulate.

2.4.6. Team Ranking
Standings of all the teams of the leagues you've decided to simulate, based on their results during all the seasons you've played.

2.4.7. Backup/Restore
If you want to avoid to lose your game because of a crash of the game, or if you just want to save at a certain point of the season, you can make a backup savepoint.
Its usage is very simple. Just click on "Backup!" (A) to create a backup copy, while if you want to start from a backup you've already made click on the arrow marked with (B) letter. You can create for each game how many backup copies you want, but remember that the game keeps only the 4 most recent ones. For example, when you make the fifth backup, the first one is cancelled.



Moreover, remember that when you exit from the game, it is automatically saved. When you continue it, you start from where you finished the previous time (but not Backup copy is created).

2.4.8. Settings
Self-explanatory. Decide if you want to play National Competions and the All-Star game, or if you want to see results and standings of various competitions (if you've decided not to simulate them, however, they won't appear).

2.5. Mail

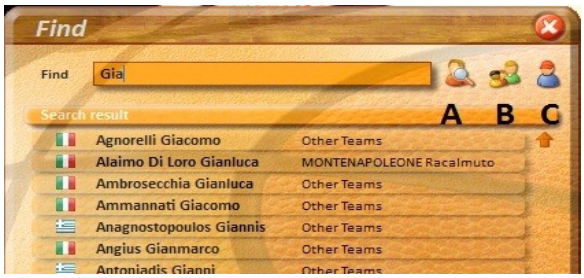
Your personal mailbox. Results of transfermarket offers, of economical news and so on will appear here. If you are interested in the subject of the sent message, click on the little arrow you can see at the end of the mail: you'll reach directly the window you want (for example, if it's a message about sponsorships, you'll be sent to the "Sponsor" menu, and so on).

2.6. Have we finished?

Ehmm...nearly. We have just to explain the last icons, on the bottom right corner of the main menu of the game.

If you play a match in the day you arrived at:

A) The money you have, and the salaries you have to give to your players. Since the latter is bigger than the former, you needs to gain money from matches income and/or transfermarket, so the little square is red (otherwise it's green)



B) By clicking on it, you will open a window (picture on the right), where you can find by name players (icon A), teams (icon B), or coaches (icon C). Then click on the name you're interested in to have more information about him/it.
C) Leave the game and return to the home of PCF11
D) Play your match

If you *don't* play a match in the day you arrived at:

A) Play all the matches at once and reach my next match
B) Play only the matches of this day

That's all! We can go to the most important part of every basketball game...the match.

3.Let's play a basketball match, now!

That's what we're here for, after all.
Do you remember our career we've started in Luxembourg? Let's play the Day 1 match, an away game against Amicale Steinsel

This is the screen you can see just before your match. Here's a summary of the available options:

A) Look at the bookmakers' odds
B) Go to the match tactics menu
C) Compare the skills of the two teams
D) Go back to the main menu of the game
E) Play the game
F) If you click on the name of the team, or of the coach, you can have further information about them.
G) Get a summary of injured players of the team
H) Decide how you want to see the match. If you choose steps, you'll see the result after a certain number of minutes; between a step and the following one, you can change tactics, and the players on the field. Instead, if you want to see “live” your match, you'll see all the events of the match; before the match you can choose the speed of events, and during the match you can stop them when you want with the “timeout” button. Moreover, you can decide if the CPU is allowed to make substitution or not (only in the “step” modes, in “live” ones the CPU never makes substitutions).

In this match I choose steps mode.

Now, let's talk about our match...our team seems to be lightly stronger, if we see the overall value of strength (67 vs 65). But it's an away game, so it's hard to say which team is advantaged. Then let's make a deeper analysis, and let's compare all the skills.

It seems our starting five is stronger in 3pt shots, rebounds and stamina, while in the other skills there is not a lot of difference. Even our bench players seem to have some good qualities, so keep it in mind, theu could be very useful during the match.

Now, let's decide tactics for the beginning of the game.

The best players of or opponent are Jeits, Birdsong and Schartz. Let's make sure they will be properly controlled by oud defenders. Moreover, there are not Pfs in our opponent's bench, and only a weak center. So it's a good idea to cause them some problems next to the basket: let's be very aggressive with Birdsong, if he doesn't play well they won't be able to substitute him.
About offensive strategies, let's start asking our best players to shot slightly more than the others.

3.1. History of our match

3.1.1. End of 1st quarter

Ok, we're leading the match. Amicale's players have some serious problems during their offensive phase. They only made a couple of 2pt shots (8 attempted), and they made no 3pt field goals, even if they tried 4 times. Our defense works well, so we don't change it for now.
But our attack is not that good, too. Only 11 points, and Schumacher is playing horribly (his FG stat says 0-8!). Probably it's better to ask him not to shot: to do so, just click on the "Timeout" button (B). Now let's go on (by clicking the (A) button).

3.1.2. End of 2nd quarter

Amicale-Dudelange 31:34. Good. But our opponent is still close to us. As you can see, Amicale is starting to score more often, and with a lot of players. In this case defensive tactics as the "Box-and-one" would never work. Moreover, notice that Birdsong is not playing a good match: 20 minutes, only 5 points, and already 4 fouls. If he fouls out quickly it will be a big advantage for us, since Amicale has not good power forwards-centers in his bench.

3.1.3. End of 3rd quarter

Ouch. They're leading the game now. Fortunately, nearly the end of the quarter, Birdsong has fouled out, so we should have much more chances to score if we shoot next to the basket.
However, shoul we change our defensive tactics? They score more often with the 2pt shot, rather than with shots behind the stripe (50% vs 25%), but they are attempting a lot of 3pt shots. If we risk a 2-3 zone they could increase their advantage thanks to easier 3pt shots. So let's keep "man-to-man" defense.

3.1.4. Three minutes to go!

We were right. We're leading once again the match, when there are only 3 minutes left (even if you choose 5 min-10 min steps, in fact, the game stops at this moment of the match). Amicale only scored 7 points in 7 minutes, while most of our players made at least a couple of points.
What should we do now? We're leading by a few points, we should waste as much time as we can in order not to allow a lot of shots to Amicale. So "Play up to 24"" is a good choice. About offensive tactics, Stephens and Muller, our best players, are scoring a nice number of points, so let's keep the situation just like before.

Noticed that some new buttons appeared now:

A) Go directly to the end of the match
B) Check each event of the match until the end. That's what we choose now.
C) Watch live action in the B2D mode. You'll see every action with a nice graphical animation. No screenshots for it here, just try it!

3.1.5. The last 3 minutes...

What we didn't want just happened. Amicale scored with even a shooting foul. They miss the free throw, but they get the rebound and make a 3pt shot. They're leading the game now, and we must deselect "Play up to 24"" option.
Then turnover of our team, but we are able to make a steal...before losing the ball again. And this times Amicale scores with Jones. Fortunately even Muller scores right after him, 64:63. Jeits misses the shot, Gindt catches the rebound. We can still win.

Have you noticed? They're using the 2-3 zone now...why don't we try a 3pt shot? We haven't tried many shots from behind the stripe until now, but if you remember the comparison of ratings, we were pretty skilled in them. Let's make a try, so let's move the "Offensive Options" slidebar towards the right...
Offensive foul by Stephes is the result.
Ok, no panic. They use the man-to-man defense, so let's move the slidebar to its original position, but now we must concentrate on their attack. Using intentional foul has no sense, the difference is only one point. If it was 4-5 points, "Intentional foul" could be a good solution, even because none of our players has more than 2 fouls. Now, instead, let's try to defend without committing any foul.

Jones miss, we have the ball to win, 30 seconds left. Ruffato misses, but ball control still belongs to us. 13 seconds left, timeout.

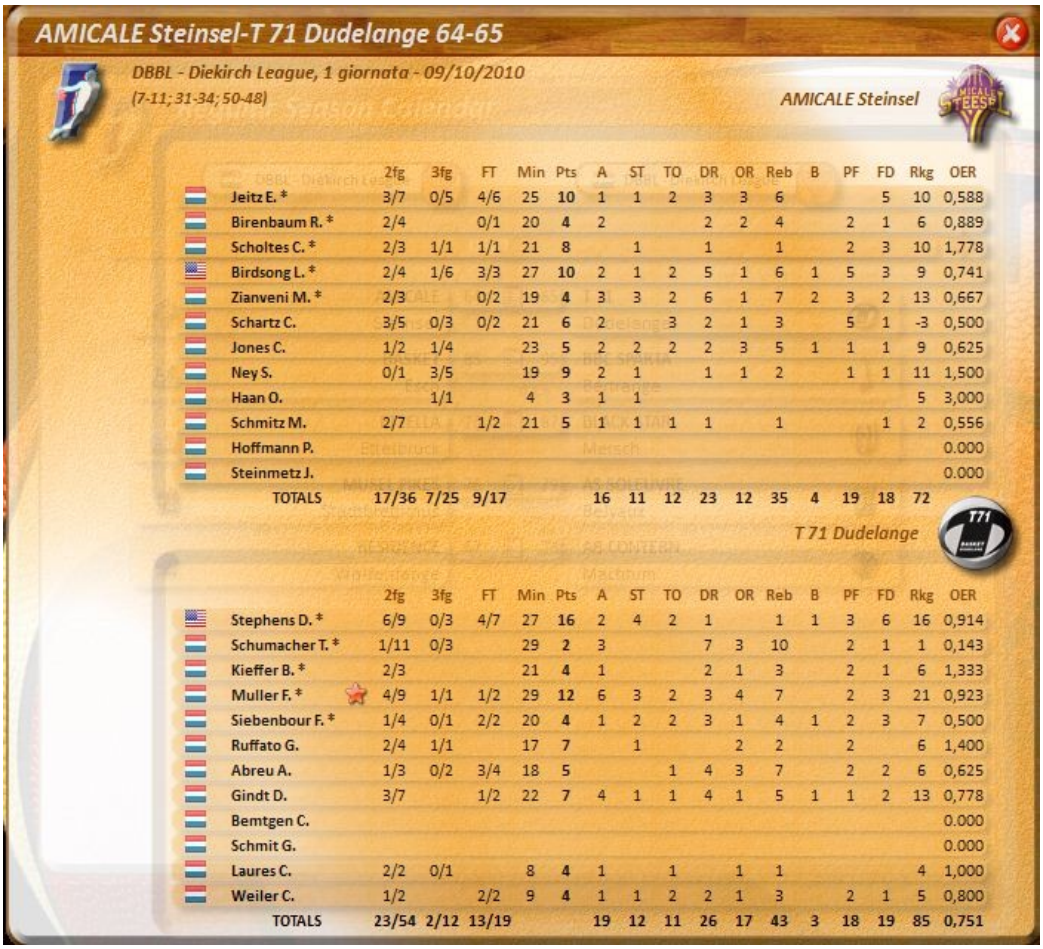
Let's check who, between our players, are the most accurate (you can check it by clicking on the icon next to the name of the used defense). Ruffino and Stephens are the answer. Good. So, in the "Match Tactics" window, let's change the offensive tactics to make sure that one of them take the last shot.

…

YES, STEPHENS MAKES IT!

He obtains also an additional free throw and he misses it, but now it has no more importance. Amicale-Dundelange 64:65 is the final result. Muller is the MVP for what he made in the whole match, however Stephens has become the supporters' hero.

Here it is the boxscore of the match. Do you remember what we said, when we looked at the “Skill Compare” window? We were more skilled in rebounds, 3pt shots and stamina. You can see the number of rebounds of Dudelange is higher, indeed, while we haven't made so many 3pt shots, after all (a bad day of our shooters, I'd say). And stamina helped us to win the match on the buzzer.



AMICALE Steinsel-T 71 Dudelange 64-65

DBBL - Diekirch League, 1 giornata - 09/10/2010
(7-11; 31-34; 50-48)

AMICALE Steinsel

	2fg	3fg	FT	Min	Pts	A	ST	TO	DR	OR	Reb	B	PF	FD	Rkg	OER
Jeitz E. *	3/7	0/5	4/6	25	10	1	1	2	3	3	6			5	10	0,588
Birenbaum R. *	2/4		0/1	20	4	2			2	2	4		2	1	6	0,889
Scholtes C. *	2/3	1/1	1/1	21	8		1		1		1		2	3	10	1,778
Birdsong L. *	2/4	1/6	3/3	27	10	2	1	2	5	1	6	1	5	3	9	0,741
Zianveni M. *	2/3		0/2	19	4	3	3	2	6	1	7	2	3	2	13	0,667
Schartz C.	3/5	0/3	0/2	21	6	2		3	2	1	3		5	1	-3	0,500
Jones C.	1/2	1/4		23	5	2	2	2	2	3	5	1	1	1	9	0,625
Ney S.	0/1	3/5		19	9	2	1		1	1	2		1	1	11	1,500
Haan O.		1/1		4	3	1	1								5	3,000
Schmitz M.	2/7		1/2	21	5	1	1	1	1		1			1	2	0,556
Hoffmann P.																0.000
Steinmetz J.																0.000
TOTALS	17/36	7/25	9/17		16	11	12	23	12	35	4	19	18	72		

T 71 Dudelange

	2fg	3fg	FT	Min	Pts	A	ST	TO	DR	OR	Reb	B	PF	FD	Rkg	OER
Stephens D. *	6/9	0/3	4/7	27	16	2	4	2	1		1	1	3	6	16	0,914
Schumacher T. *	1/11	0/3		29	2	3			7	3	10		2	1	1	0,143
Kieffer B. *	2/3			21	4	1			2	1	3		2	1	6	1,333
Muller F. *	4/9	1/1	1/2	29	12	6	3	2	3	4	7		2	3	21	0,923
Siebenbour F. *	1/4	0/1	2/2	20	4	1	2	2	3	1	4	1	2	3	7	0,500
Ruffato G.	2/4	1/1		17	7		1			2	2		2		6	1,400
Abreu A.	1/3	0/2	3/4	18	5			1	4	3	7		2	2	6	0,625
Gindt D.	3/7		1/2	22	7	4	1	1	4	1	5	1	1	2	13	0,778
Bemtgen C.																0.000
Schmit G.																0.000
Laures C.	2/2	0/1		8	4	1		1		1	1				4	1,000
Weiler C.	1/2		2/2	9	4	1	1	2	2	1	3		2	1	5	0,800
TOTALS	23/54	2/12	13/19		19	12	11	26	17	43	3	18	19	85	0,751	

4. The end of the season

You played a lot of matches, and now it's June, playoffs ended, a whole season just finished...it's time of being judged by your chiefs...
When all the playoffs end, in the top right corner of the main menu of your game, instead of the next match you should see a target-looking icon. Just click on the usual button to continue your game, and the off-season process will start.
After a few second you should see a summary window, with all the winners of leagues and tournaments you have simulated, their MVP and their ideal team.

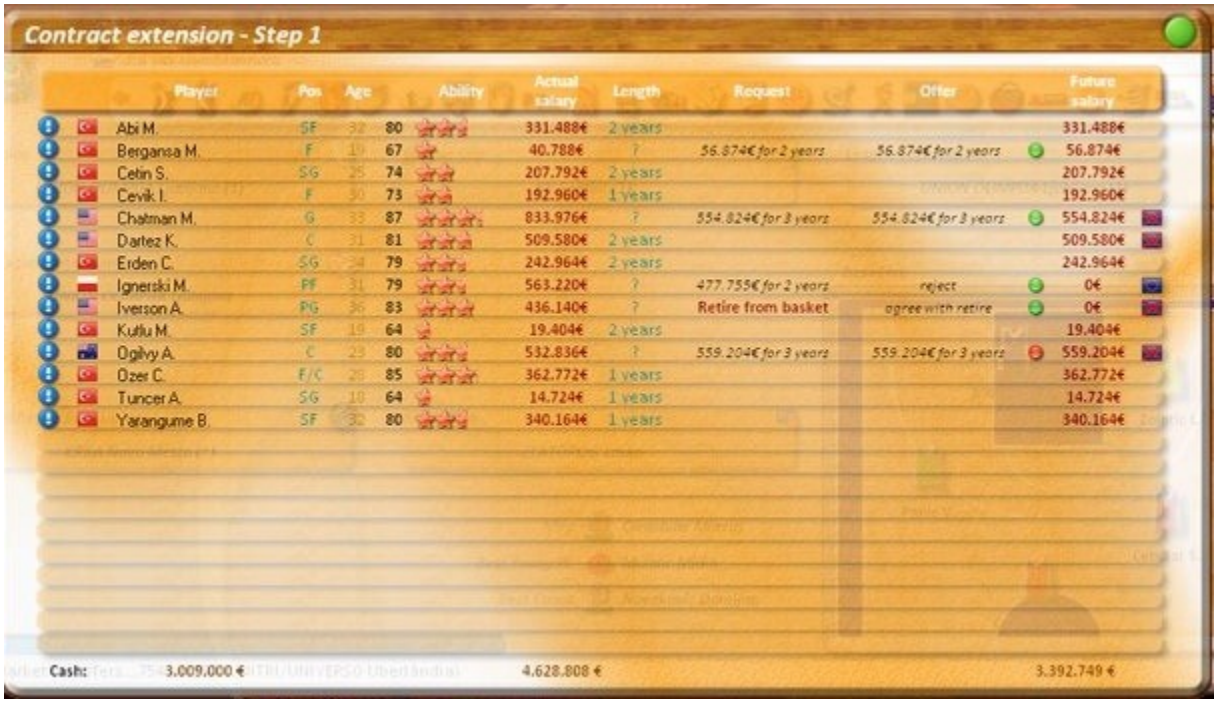
Click on the green button to continue, now. You'll be asked to upload your results on our online server. If you accept, you will see your results as manager in our online standings, just to allow you to compete with the manager all over the world. You can accept, or refuse, it's up to you.

After this, you could read about some of your staff members who decide to go away from your team, they will be replaced by other staff members, whose number of stars are lower by 1 than the previous ones (however, all the staff members can't have less than 2 stars). After that, you will see what the board decided about you:

As you can see, in this case they were not that happy...we didn't reach any of our goals, and we have been fired by our team, which is always the first team of the list on the right. Anyway, we can accept new jobs, from any of the teams which appear below the old one. Even if it could happen that nobody wants us, which means “game over”...

Of course, we could change our team even if Armani Jeans had asked us to stay. Contracts for coaches in PCF always expire at the end of the season, after all (and in fact even the coaches controlled by the CPU can change their team)
Notice that you have not to reach *all* our goals, in order to be confirmed. The only basic one to reach is the financial one: after the end of the playoff stage we must have some cash money left. Of course, if our remaining left is little enough we won't be fired; but the board is pretty strict in PCF, so be careful.
However, after having accepted an offer, the CPU will start a process which will take up to some minute. It's the summer update, with transfermarket, historical update, and so on...

Finally, when the CPU has finished, it's your turn. Check the ending contracts in your team, and decide if you want to ask the players to sign a new one.



It can happen that such players just don't want to make a new contract, and you can't do anything (that's why, in PCF as in real basket, it's always a good idea to take care of these problems during the season, and not waiting for the contract to end). If they are old enough, they can decide to retire. You can ask them to keep on playing, but consider that who wants to retire is usually a very old player, and his skills won't be that high, during the next season.
If the player wants to stay, instead, he will make a proposal for a new contract. You can accept it, definitely reject it or you can decide to modify it. Of course, you must wait for the player's answer.
And don't forget to decide if you want to sell players you've loaned or not, or if you want to keep players you've borrowed.
When you finished, click on the green button. You will see the answers of players you've asked to accept a different contract from what they proposed. Click on the green button again until you exit from this window...

After that...if you keep selected the option to be the coach of a national team, in the settings, you will be called by some of them. You can receive up to 3 proposals, by teams of the same continent of the team you were the manager of. And for each season you will be called by different teams. Of course, the strength of who calls you will depend on the importance of the league and the tournaments you attended, and on the results you got...

When you accepted one of these offers, you have to select your players. You can select only one player with acquired nationality.
Done it? Good. Then you'll reach the main menu of your game again, just without financial menus (you can't buy players, in a national team). So take it to win the gold medal in the Olympic Games!

After you finished this phase with the national team, or if you deselected it in the Settings...it will be September again. Time to start a new season!

Just remember that, since the second season, during the whole month of September your players will have offers from other teams, not only in the beginning of it as in the other months.

5. Custom team

Do you want to create your own team, where you and your friends face the pros? Thanks to PCF Editor you can do it. After you've created it, you can find it in the "Team selection" window, in the very last group. You can also change the overall skill of the players in the database, and their role. It's quite simple to use the editor, so we don't need to explain it. However, here's a couple of hints for you.

- Make a backup copy of "Base.pcf" data you can find in "Data" folder, if you want to use the editor. In this way, if you want to delete all your changes, just overwrite the old "Base.pcf" file on the new one. If you forgot to make a backup copy, you always can reinstall the game, without uninstalling it before. You savefiles will be maintained in this way.
- If you want to delete all your custom teams, instead, go to "Data" folder again, and simply delete "dalt.pcf" file.

6. FAQ & Troubleshooting

6.1 When I run PCF11 text seems not to be sized properly.
Change settings of the monitor of your PC to 96 DPI. You can do it by going to the settings of your monitor, in the panel control. Moreover, check if "Calibri" font is present on your computer.

6.2 The game gives an error about date.
Open your panel control and check format of dates on your PC. Then set date format to "DD/MM/YYYY".

6.3 I found a bug in the game!
If you found a bug different from the problem with the ones we've just described, or if the problems above are still present after you followed our suggestions, go to the forum of PCFantacanestro, in the "International Users" section (http://fantacanestroforum.forumcommunity.net/?f=2616795). Here post your bug, just try to add as many details as possible:

- game mode (career? International?)
- team used
- moment of the season reached (the very beginning? January? The end of the season?)
- What you've done just before getting the bug
- All the text written in the bug report, if any, with all the details
- If you edited the database with the editor
- possibly add a screenshot of it.

We could ask you for the "pcfantancanestro.sav" or the "PCFANTACANESTRO.bak" file. You can find them in the folder you installed PCF11, in "Data" folder. Zip them with WinZip, WinRar or 7Zip, and use a file sharing site to send these file to us (4shared, mediafire, megaupload...)

6.4 I've read about restoring the .sav file with the .bak file. What does it means?

It's something you must do in order to be able to continue your game after you found a bug. Simply restarting the game after running into a bug and having closed PCF11 could forbid you to continue your career, and force you to delete it. The restore process is quite simple:

- Go to the folder you've installed PCF11 and open “Data” folder. You should see both “pcfantancanestro.sav” and “PCFANTACANESTRO.bak” files.
- Delete “pcfantancanestro.sav” file
- Rename “PCFANTACANESTRO.bak” file as “pcfantancanestro.sav”
- That's all! You'll probably have to play some matches once again, but your career will be safe!

Please go to our forum and post the bug as written above, before doing so. Once we fix it, you'll never meet it any more.

6.5 Can I play my favourite music, while playing PCF11?

Sure! Just go to the folder where you installed the game, then go to “Sound”>”Music” folder. You should see three .mp3 files there. That's the place you can put your own .mp3 files! Next time you run PCF11 you will listen to them.

6.6 This team/player is too weak/strong.

Basically, we don't give to the players a subjective value. We use stats of the leagues and run an algorithm to calculate the players' skill starting from them. However, you can visit our forum and give your feedback about them.

6.7 Could you add the NBA in your game?

No, at least not now. As you probably know, the NBA rules are pretty different from the ones followed in FIBA Leagues. Adding the NBA would mean building a new game engine, with new rules, and tons of other stuff. Namely, we should make a completely different game, only for the NBA. We prefer to use the time we should spend for it in making a huge quantity of improvements in the other parts of the game.
However, with your team you can buy NBA players, if they are 30 years old or more and they are not too strong (we don't think that LeBron James would like to go to play in CSKA Moscow this year, for example...).

6.8 I'm playing it in English, but I'd prefer to play in my language...

If your language is absent in PCF, but you want to make a translation from English, visit our site and talk us about it. We accept only serious requests, for obvious reasons. If instead your language is present but you found some mistakes, let us know, always in the usual International section of the forum.

6.9 Does PCF work on Mac/Linux?

PCF11 has been made using Visual Basic, which is a trademark owned by Microsoft. Namely, PCF has been built in order to work on Windows OS. However, you can run PCF by using the proper emulation programs (for example Parallels Desktop for Mac, WINE for Linux).

7. Acknowledgments

We can say anything but thank you to:

- **Sherlocco** e **RVD-Edge** for giving hints and suggestions for this guide
- **KOSTIA** e **armando87** for the HUGE work they do to improve costantly this game, and for free
- All the Beta Tester Sherlocco, RVD-Edge, **Reatino DOC**, **michel-5**, **Izzus**, **Mine** for their priceless help
- All our users who give us a hand by noticing bugs, making suggestions and so on
- **ipsedixitennius** for having written the Official Guide in Italian, and **nemicoditutti** for having written it in English
- My **PC** who never crashed during the writing of this guide.

What else...good luck for your basketball careers!

No basketball players or coaches have been fired during the writing of this guide.